

ORK BATTLEFORTRESS
 Type: WE
 Speed: 30cm
 Armor: 4+
 CC: 4+
 FF: 4+


Weapon
 4x Twin Big Shootas
 Range AP5+/AT6+
 Firepower 45cm AP5+/AT5+



Notes
 Damage Capacity: 3
Critical Hit Effect: The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed and any units on board will only survive on a roll of 6.

Battlefortress: Transport (may carry any eight of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).

ORK BATTLEFORTRESS

Add 1 Ork Battlefortress unit to the formation.

 **+125 Points**

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Add 1 Ork Battlefortress unit to the formation.

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ORK GUNFORTRESS
 Type: WE
 Speed: 30cm
 Armor: 4+
 CC: 4+
 FF: 4+

Weapon
 5x Twin Big Shootas
 Range AP5+/AT6+
 Firepower 30cm AP5+/AT5+

Notes
 Damage Capacity: 3
Critical Hit Effect: The attack hits the Gunfortress's running gear and it flips over. The Gunfortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Gunfortress is destroyed and any units on board will only survive on a roll of 6.

Gunfortress: Transport (may carry any eight of the following units: Boyz, Kommandos, Nobz. One of the units transported may be a Big Gun. May carry four Grots in addition to any other units).

ORK GUNFORTRESS

Add 1 Ork Gunfortress unit to the formation.

 **+135 Points**

ORK GUNFORTRESS
 Type: WE
 Speed: 30cm
 Armor: 4+
 CC: 4+
 FF: 4+

Weapon
 5x Twin Big Shootas
 Range AP5+/AT6+
 Firepower 30cm AP5+/AT5+

Notes
 Damage Capacity: 3
Critical Hit Effect: The attack hits the Gunfortress's running gear and it flips over. The Gunfortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Gunfortress is destroyed and any units on board will only survive on a roll of 6.

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 Range AP5+/AT6+
 Firepower 30cm AP5+/AT5+

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